



**ABANDONED
PLACES**



THE STORY

Four hundred years ago, to the day, the four heroes of Kalynthia defeated and destroyed Bronagh the Prince of Evil. Pendugmahle, the mighty creator of Bronagh, has returned to take revenge upon Kalynthia and its peoples for the death of his protege.

Crossing the planes between the two worlds he has emerged into the dimension in which good defeated Evil over four centuries ago. The people of Kalynthia have become complacent in their contentment and their beliefs in the force of evil have diminished. The revenge of Pendugmahle has been swift, the souls of the people have been sown with the seeds of evil.

There was an ancient legend of a great order, known as the Ancient Order of Arbitrion, lead by a mighty hero named Dowegen. It was said that the ancient heroes of Kalynthia were frozen in a diamonised state only to return when summoned by the mighty Sword of Life, Kuhark, which could only be recalled by the Order of Arbitrion.

The direct descendants of Dowegen and the leaders of the ancients knew that the only hope for the kingdom of Kalynthia was the return of the ancient heroes. After much effort and persuasion the Order of Arbitrion was reconvened in an attempt to recall the Sword of Life.

From the corners of a dank cellar, a few pairs of dark red glistening eyes made up the audience to the few who gathered to form the conjurers circle. A deep glow began from the centre of the circle, which soon became a brilliant ball of light from which the Great sword suddenly burst forth. The ancient order had been drained of life and it has been left up to you to use the sword to choose the heroes which you must lead to defeat Pendugmalhe and his minions.

LOADING INSTRUCTIONS



PLAYING FROM FLOPPY DISK

To load Abandoned Places from disk place disk 1 into the internal drive and turn on your Amiga. Change to the appropriate disk when requested to do so by a disc icon with the relevant disk number .

For more details see section at the end of this manual.

INSTALLING ONTO HARD DRIVE

Place the hard drive install disk into the internal drive and turn on your Amiga. Follow the on screen instructions. For more details see section at the end of this manual.

COPY PROTECTION

When requested to do so, copy the patterns found throughout the manual into the pockets screen. The black areas represent the squares that you must click on in the pocket screen. The white areas must be left as they are. If the game requests code AA locate the pattern named AA and copy in that pattern.

SAVE GAME DISKS

It is a good idea to have a number of disks ready to save your game. Each save will take a whole disk, further saves will overwrite the previous position.

As you progress through the game you will need to save your game and position. Each saved game requires an entire disk to save your game and future saves will write over your previously saved game. Do not use disks which contain data you wish to save as it will be destroyed!



BEGINNING THE QUEST



After loading the game you will be presented with an options screen.

OPTIONS SCREEN



All menu choices in Abandoned Places 2 are made using the LEFT mouse button.

CREATE PARTY

Before you can start for the first time you must choose your party. This is done by clicking on the CREATE PARTY option.

START A NEW GAME

After creating your party you can now select START GAME to begin your adventure.

CONTINUE OLD GAME

The continue old game option is used to reload a previous game position. Click on the option then follow the on screen information.

SEE INTRODUCTION

Before you first play the game you may like to watch the intro for some background information.



CHOOSING YOUR PARTY



AE

Before starting your quest you must select your party of four heroes.



At the top of the screen there are four boxes containing portraits of your current party. When you click on one of these boxes the party member will be placed into the selection box on the left of the screen.

You can now either choose a different character with the arrows below the box or change the abilities of the selected character. The current abilities of the character are in the display window on the right of the screen.

CHARACTER GENERATION

The party the character generator starts with is an ideal party for beginners. Select the character you want to modify by clicking on the picture at the top of the screen. The portrait will be placed in a small window with two arrows on each side. If you are not satisfied with the character you can select another character



AF



AG

by using the arrows (left for the previous character, Right for the next character).

The class and the name of the character are below the picture. You can modify the name any time by clicking on it. You must enter at least one letter to continue! When selecting your characters, you can choose any combination of fighters and mages. You are not restricted to having 2 fighters and 2 mages. However, it is very unlikely that you can survive for long with a party that does not contain at least one of each type.

There are three types of mage subclasses in the game; each has its own strengths and weaknesses. Your mage subclass can be seen from your spell points, the highest spell points being your subclass.

You can increase/decrease the character's ability scores by clicking on the up/down arrows. You always modify the ability with the small red arrow next to it. Each character starts with 100 ability points, and each time you modify a character's attributes their points will be updated. You may notice that setting your ability from 14 to 15 costs more ability points than setting your ability from 2 to 3. This is because you are rewarded with bonuses for a higher ability, and you are penalized for any attribute less than 6. More details later, in the section 'CHARACTER SHEET.'

You can not have any score set to 1 and you can't leave the character generation program if any of your characters has such an ability. You are also restricted by having only two of your scores set to 15, as it is the highest attribute your characters start with.

Repeat the above processes with all of your characters. When you are finished click on 'exit' to go back to the main menu.

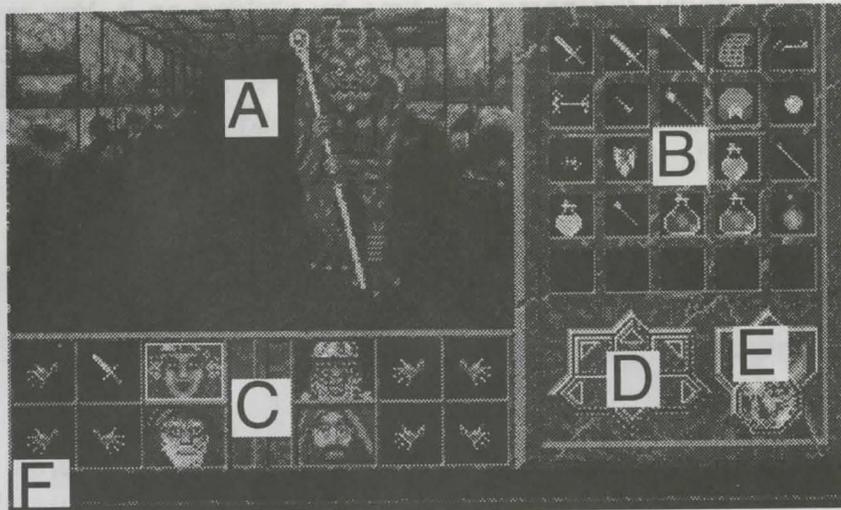


AH

STARTING THE GAME



When you start the game you will find yourself in one of the many dungeons of Abandoned Places 2.



The game is fully point'n'click controlled, with the addition of an 'intelligent' pointer system. That means your pointer will always change its form to an icon if it is positioned over a special area of the screen.e.g you see a small disk appear if you move over the system menu

The game display is divided into six sections

- A: play window
- B: select window
- C: action window
- D: movement
- E: compass/system
- F: message window



AREA A - THE PLAY WINDOW

Your play window is where everything from the game's world is shown.It may show you;

1. What you see around; section '3d interface'
2. Character sheet; section 'character sheet'
3. A town; section 'towns'
4. A shop; section 'towns'
5. The inside of a chest; section '3d interface'

AREA B - SELECT WINDOW

In the select window you can;

- 1.Change the current item (the pointer) with any item of your inventory.

The inventory screen is a five by five grid where each of your items carried by the SELECTED character will be shown. If you right click anywhere over the gaps between the inventory slots, and your current character is a mage, the window will show you your available spells.

2. Cast/ready a spell.

If you rightclick anywhere except on the spell icons the window will change to your inventory. see 'spells'

3. Some system message will appear here.



AREA C - THE ACTION WINDOW



In the action window you can;

1. Select your current character.

Leftclick on the portrait of the character you want to select. If you are not in a touch-spell mode (section 'spells') the new character will be selected, and its portrait will have a green border around.

In touch-spell mode the pointer is a blue hand when it is positioned over a portrait, and leftclicking will cast your spell on that character.

If a portrait is 'ghosted' it means your character is dead.

Alternatively, you may use the numbers 1-4 for selection, in this case you don't have to move the pointer over the action window.

2. Change order of your characters.

Rightclick on a character, the pointer changes into a double-headed arrow.

Rightclick on another character to change with the previously selected one, or cancel this mode by clicking on the same portrait again.

3. Activate the character sheet

This is done by clicking on the bars next to the portraits. Alternatively, you can press the space bar.



4. View your magic/health points.

The yellow bar is your health, the other three are (green, red, blue) cosmos, elemental and necromancy spell points, respectively. Each bar shows your current points compared to the maximum possible. ie 17 of 34 or 200 of 400 will have the same size. If you want to know the exact values activate the character sheet.

4. Change the current item (your pointer)

This can be done to any of the items used by the characters, by leftclicking on the hand you want your item to be changed. However if the selected item is still in use (its icon is 'ghosted') you can not change it.

5. Use an item.

If you rightclick on the hands (or icons if their hands are not empty) of your characters, you will use the item currently held there. More details in section 'items'.

If you use an empty hand of a fighter you will attack with barehands, but if you use an empty hand of a mage it will cast the previously readied spell. If the spell is a touch type spell, the mage will cast it on himself; you don't have to select your target.

AREA D - MOVING AROUND

There are three ways of moving in the game's world, you are free to use which ever method you feel most comfortable with.

1. Clicking on the arrows with your mouse.



2. Use the lower half of the numeric keypad (number 1-6) or

optionally use the cursor keys for turning and going forward or backward.



3. In your play window when your pointer changes its form into an arrow, clicking the right mouse button will follow the movement that the pointer represents.

AREA E - COMPASS - PAUSE - DISK OPTIONS

Your compass always shows the direction you are heading. Sometimes if you are teleported to another location in a dungeon that looks the same, or your party is spun around, this is the only way you can notice the difference, so always keep an eye on your compass, especially if you are stuck in a level.

PAUSING THE GAME

Right click in the compass area with a disk-like pointer will pause the game.

DISK OPTIONS

Leftclick will bring up a menu where you can

1. Save your current game-position
2. Quit game, goes back to the main menu, but your game position is lost !
3. Continue playing

AREA F- MESSAGE WINDOW

The message window normally displays anything you should know about whilst playing . Each message has it's priority and you will only see the ones that are still valid.

e.g

If one of your characters gains/loses a level, this is a very important message, so this message appears instantly in the window replacing anything else.



III. CHARACTER SHEET

The Character sheet always shows you these selected characters abilities, scores.

You can switch between your ability scores and your health/spell points by rightclicking anywhere except on the item slots.

You may switch back to the display where you activated the character-sheet, by either clicking on the 'x' icon or pressing the space bar.

All the numeric values shown here work in the following way;

the higher the better

if your score is normal it is shown in grey.

if your score is under normal value it is shown in green.

if your score is very low or not available it becomes red.

if your score is higher than the normal (magical) it becomes blue.

a) Name: The character's name

b) Class: Either fighter or mage

FIGHTER

A fighter cannot cast spells, but gets bonuses for non-magical attacks.

MAGE

A mage cannot use most weapons, but excels with magic.. They are the ones who heal your wounded characters, so it is sensible to have at least one mage in your party. If you want to have only

one mage we advise to start with a necromancer, who can heal wounds in first level.





The difference amongst the three different mage subclasses is that each class gets some spells at different experience levels, and regenerates the spellpoints from his own sphere (subclass) twice as fast.

A necromancer (necromancy sphere) is strong in healing spells.

A conjurer (elemental sphere) is good in attacking spells.

A voider (cosmos sphere) is a mix between the two previous spheres, and he is the best in the highest level attack-spells.

- c) Sphere: Your mage's subclass. None if it's not a mage
- d) Level: The character's level see 'experience'
- e) Food: Your food level. If it is zero your character is starving and will loose health continuously !
- f) Money: The amount of money your character has
- g) Exp: Your actual experience points see 'experience'
- h) Ability scores:

There are penalties for values under 6, and bonuses above 13. The maximum ability score is 20.

i) Strength.

How strong your character is. You will make an additional fix damage on a monster if your strength is above 13, but your attack will be weakened if your strength is under 6. If you are carrying too much weight your attacks will be slower.

A strong character can carry more items before it gets penalized. This is a primary ability for fighters.



j) Intelligence.

Each time you rise to another level your maximum spells points are raised. An intelligent character can get bonus spell points up to 34/level. And a less talented one can loose them all. This is a primary ability for mages.

k) Wisdom.

You may have a higher chance to withstand a magical attack. See section 'spells'. Also your magic points will regenerate faster.

l) Dexterity.

This modifies your basic defence, your attacking speed, and the chance of hitting a monster.

m) Constitution.

Adds bonuses & penalties to your maximum health, each time you get a new level. Your health points may regenerate faster.

n) Defence.

How easily can you be hit by a monster or a spell. There is NO maximum defence score !

i) Health/spell points:

The first value is your current status, the second is your maximum score.



Health: Your character's health. If it is zero the character is dead.

Always track your health and heal your wounded characters, before its too late.



Cosmos: Cosmos -magic points
Element: Elemental -magic points
Necron: Necromancy -magic points

You can equip some items by placing them into the specific icon slots around the man's outline. Those items will only be active if they are put there. ie. carrying armour in your backpack won't stop your enemies' attacks. You must put your armour on !

There are items with which you cannot be equipped and some which only appear in their correct positions; in either case a message will be displayed.

There are items which only help for a specified class. Always try on an unknown item on both mages & fighters and check your ability scores. Before you decide to change an item to something new check all your abilities and try to fight monsters as well.

Some magical items are just not as good as they seem to be !!!

IV. ITEMS

There are items that work equipped like armour, necklaces, robes etc. see above. Others should be placed into the characters' hands and must be used.

Torches and shields must be held in hands, but they are used automatically.

Some artifacts (greater magical items) have an automatic whose use always active PLUS they can have a bonus effect when used !



 While an item is in-use, its icon is 'ghosted.' You cannot replace that item or use it again, until your hand is free again.

Each item has a 'speed' that modifies how long are they in-use. Magical items are normally faster than the ordinary ones. Some items have a charge which tells how many times can you use them. When such an item expires its disappears from your hand. There are items that have great magical powers when held in hands, but only a few charges for spells; these items should not be used for spellcasting except in emergency cases !

Weapons are melee/short and long ranged. Melee weapons can only be used successfully with your first two characters in your party-those are the ones standing in front of your foes. Long range weapons can be used from anywhere in the party.

Throwing weapons may be used from anywhere.

V. SPELLS

A. TO PREPARE SPELL

1. Select the spell level by clicking on the numbers 1-7. You don't have to select a new level if the one shown is the one you require.
2. Rightclick on the spell icon to ready a spell for the selected spellcaster.

B. TO CAST A SPELL

1. Select the spell level.
2. Left click on the spell icon. If the icon is ghosted you can't cast that spell. If an icon is empty your mage's level is not high enough to know how to cast that spell.



Each spell has its 'speed/casting time' as do the weapons, this is the time you should wait between casting the same spell again. 

Spells cost different amounts of magic points from each sphere e.g healing spells take a lot of necromancy points. Higher level spells are always more effective than the lower level ones.

For some healing spells (touch-spells) you may have to select your target. In this case the pointer changes into a blue hand. Touch-spells can be cancelled by clicking onto any touch-spell again.

If you attack a monster with magic there is always a chance that it can fail or can't do the amount of damage you expected. This happens especially when attacking powerful monsters.

You may find locations in the dungeons where your spell points regenerate faster. These point are normally well hidden !

C. MISSILE SPELLS (attack to long distance):

Magic missile, meteor swarm, power bolt, globe of air, globe of water, fireball, might strike, globe of fire, lightning bolt, globe of energy

D. ATTACK SPELLS: (a square ahead)

Fire storm, cone of cold, fire area(surrounding spell), breeze of death lightning area, discharge energy, disintegrate energy blast, finger of death

E. HEALING SPELLS;

Cure light wounds, cure serious wounds, heal body, restore body restore party, resurrect body, resurrect party 

F. HOLD SPELLS (hold your opponents);

Sleep, dream, hold creatures, hold everything

G. MISCELLANEOUS SPELLS

LIGHT:

LIGHTS UP YOUR WAY

CREATE FOOD:

FOR HUNGRY MOMENTS

FIRE:

BURN ENEMY

LEVITATE:

HALVES DAMAGE FROM FIRE,
YOU MAY WALK ON WATER,
AVOID SOME TRAPS,
GO UP IN PITS,
STEP OVER PITS GOING DOWN.

CREATE POTION:

POTIONS ARE HANDY IN ANTI-MAGIC AREAS

CREATE ILLUSIONWALL:

MOST MONSTERS CAN'T SEE YOU THROUGH WALLS.

TRUESEEING:

ILLUSIONWALLS DISAPPEAR,
SOME HIDDEN THINGS APPEAR

EXPERIENCE:

Your experience level depends on the amount of experience points you have. The highest experience level in this game is 20. High level characters can cast more effective spells, can regain their health/spells faster, can fight stronger monsters. You gain experience points for casting spells, and successfully attacking monsters. The more powerful your enemy is, the more experience you get. Some magical items may give you additional experience.



3D WINDOW



This is the view seen by your characters as they travel the inner world. It is here that you will see the attacks of the fearsome monsters, the effects of your spells and any items or treasure you may find.

By using the left button on the mouse you can manipulate the 3D window in a number of ways.

Pick up any items you can see directly in front of you

Use a selected item in a characters inventory e.g a key in a lock.

Press buttons and pull levers located on doors and walls.

Drop an item on the ground by positioning the item in the lower half of the 3d window and clicking to drop it.

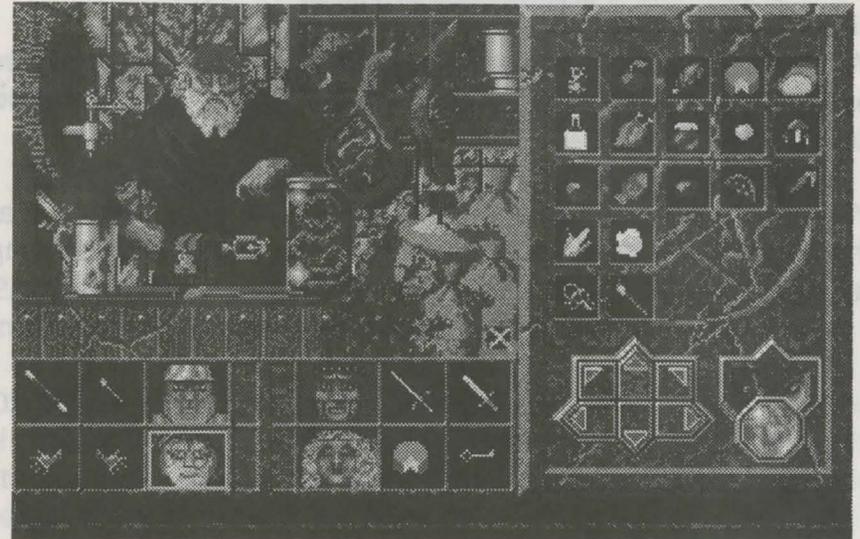
Using the right button will allow you to move your party. Place your cursor arrow on the right or left of the window to turn or in the middle to continue straight ahead.

Unlike most games switches are very area sensitive; you cannot activate a hidden switch just by clicking on the middle of the wall, you have to know where it is.

On the other hand your pointer changes into a hand when it is above a switch. This is something other games don't do at all. Positions of hidden switches on the walls may vary within the same dungeon!



ENTERING THE TOWNS AND CITIES



ENTERING A SHOP

BUY AN ITEM

Click on the picture of the shop with an EMPTY pointer. It will switch the select window to the list of goods that are available. If it is more than one page (blacksmith) you can turn the pages with the right mouse button.

Select the icon of the item you want to buy. You will be told what it is, and its price. If you accept their offer click on the same item again. Your current item (pointer) will be the item you have bought, and the select window switches back to your inventory.

PAYING

If your character doesn't have enough money he collects the money from the others, pays the item, then shares the remaining money. If your entire party can't afford that item, a message appears.



SELL AN ITEM



Get the item into the pointer, and click on the picture of the shop.

You will be told if they want to buy that item, and the money they pay. If you accept it simply click on the picture again. and your item's sold.

You can switch your select window between your inventory and the shops stock anytime by clicking on the picture with an empty pointer.



ADDITIONAL INFORMATION ON LOADING AND RUNNING AP2

The game comes on four disks plus one with the installation software.

TO BOOT & PLAY THE GAME FROM A FLOPPY BASED SYSTEM:

1.2/1.3 systems:insert disk#1 into the internal drive, reset your computer and the game will load automatically.

2.0:You may insert the boot disk into ANY drive and the game will load instantly after reset. However, if you have an automounting device like a hard-disk you must boot from the internal drive.

Play the game from floppy system:

The game utilises as many floppy drives as you have -if they are turned on,of course-.

You will need 1Meg to play this game, but there are no restrictions on the location of your memory expansions.

Sometimes you are prompted to insert a disk into any of your drives available;a disk with a cutie graphics appears. Insert the the disk with the same number as the one you see on your screen.

If you see a capital S on your screen, you must insert your save disk.It doesn't come with your game, the game creates it automatically. If the write-protect tab flashes on your screen check your disk to be write enabled.



LOAD/SAVE FROM DISK



There is only one way of creating a save disk in the game; if you want to start a new game the game prompts for a save disk. If you insert a disk that is not any of your game disks, the game formats it first. Be warned any non-ap2 disks will be destroyed even if you left them in the drive accidentally.

If you keep more than one save disk, you must keep in mind that during the game you MUST save your position on the same disk you have loaded from. This is necessary, because all the alterations in the dungeons are recorded on your disks, each time you enter a new level. However, there is one simple way of making a backup of your current game position - e.g. If you are not sure of where you are going - simply save your position, then copy the whole save disk with any commercial copying utility .

HARD-DISK INSTALLATION

Insert your disk called install into drive df0:. A few seconds later the installation software starts.

First, enter the full path for the game to be placed

e.g. 'DH0:Games/AP2'

If the requested drawer doesn't exist the installation program creates it first. After that follow the on-screen instructions, and 3 minutes later your game is installed on your hard-disk.

The game takes only about 3.3Meg of your partition, but whenever you start your game it needs 400k for the data, and in case you want to save your position - very possible - another 400k is needed too. That's why you need 4.2 Meg.



STARTING AP2 FROM HARD DRIVE

Enter: 'CD [full path for the game]'

e.g. 'CD dh0:games/ap2"AP2'

The game should load if there is enough memory available.

PROBLEMS YOU MAY ENCOUNTER.

REMOVE MULTI-TASKING PROGRAMS

This game works from your hard-drive, however because of speed and memory problems it does not multi-task ! So if you have an application running as a background process like directory-opus and it attempts to read/write to your hard disk, the game will CRASH. Also your hard-drive partition. So, to put it simply make sure you don't have anything else running alongside with AP2 !

MEMORY PROBLEMS

With only 1meg plus a hard-drive, you will need 440k of ChipRam and another 460k, to run the program. If you get the message error 103, or not enough memory available etc.; you must make sure you have enough memory before you run the game.

It is strongly recommended that you close all your applications, reset your machine and press CTRL-D when the hard-disk boots: it should stop the process. Now try to run your program by

typing:

'CD [path]"X AP2'



This will free as many resources in your machine as possible so now it should work. If it still does not work; disconnect external drives and any other peripherals that may consume your memory.



If you are unsuccessful you may still play the game from floppy-disks...

2.0 MACHINES

There is a simple way in your brave 2.0 system to get around these problems; reset your machine and keep BOTH mouse buttons pressed.

A short while after a menu should appear. Select 'advanced options'.

Click on all devices marked 'enabled' except for the one you are playing the game from.

Now everything else should be marked as 'disabled'. Now disable the startup-sequence.

Click on 'USE'. Now click on the name of the only enabled-device. The machine enters SHELL now. Type:

'[path]'x AP2'

It should now work .

On 2.0 simply entering a path is the shortcut for CD, and its memory resident so you don't have to copy it to your games' drawer.



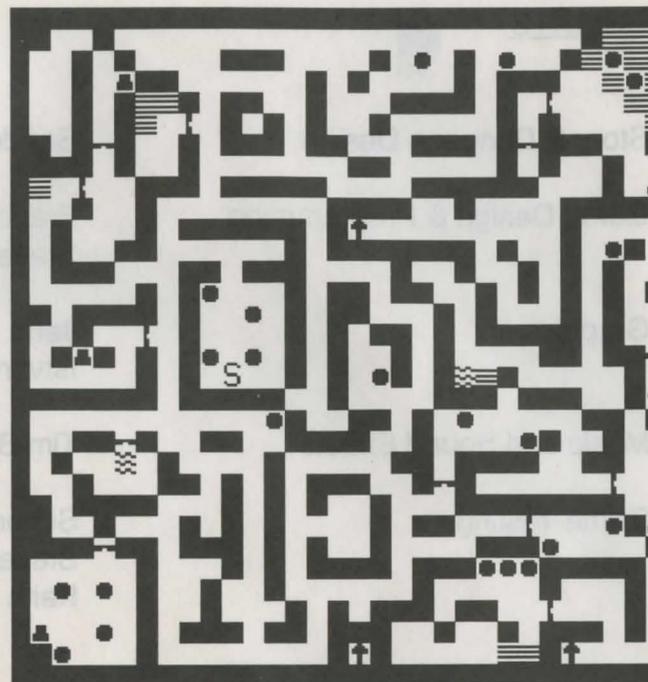
MAPS

LEVEL : ONE

AP2 is so large that we thought we would give you some help on the first level.

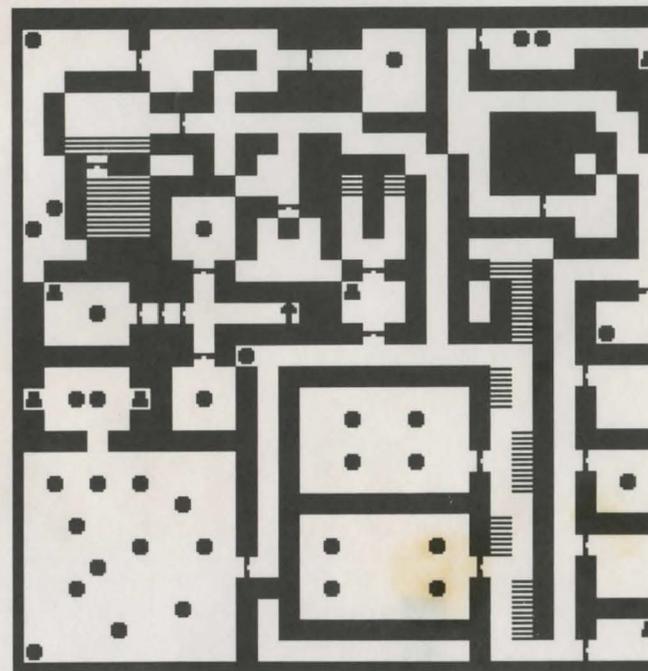
Once you have finished this one you are on your own.

GOOD LUCK!!



KEY

- — CHEST
- — WALL
- ≡ — FIRE
- — OBJECT
- ⌞ — DOOR
- ≡ — WATER
- S — START



CREDITS

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Istvan Karpati

Music and Sound Effects

Tim Bartlett

Game Testing

Simon Fox &
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Keith Weatherly,



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Dear Customer

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We hope that you have hours of entertainment from the game.
Here at ICE we value your opinion of the game and would be
grateful if you would take the time to fill out the questionnaire form,
along with your comments about the game. We would also be
glad to hear your ideas about what you would like to see in future
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COMMENTS AND IDEAS

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Yours sincerely

All at ICE

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